**Activities for…  
Urban Outlaws by Peter Jay Black**

**Activity 1**

You are on a mission. The police are in pursuit. Make an escape plan. You have a rucksack with “things” in it. Use them.

**Activity 2**

Draw a plan of the bunker. Remember it has 12 rooms. (Page 55)

**Activity 3**

Invent a gadget, which would be useful to the Urban Outlaws on their missions.